



 MIDWAY  
EmuMovies

# WARNING

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## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

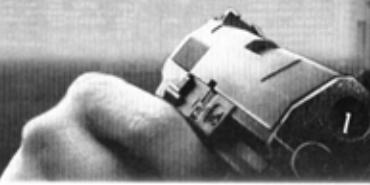
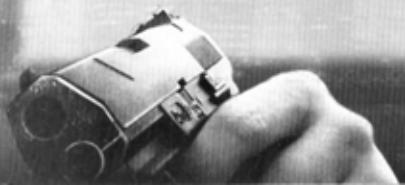
## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

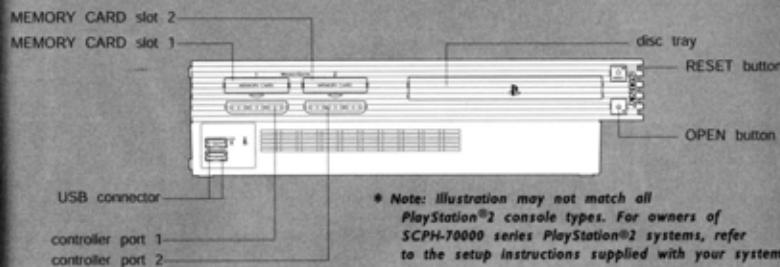
## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# GET STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **ON**. Press the **RESET** button.

When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the "NARC" disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

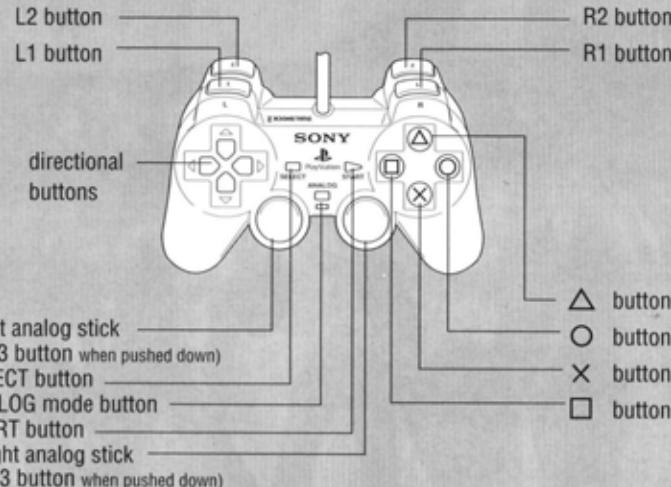
**NOTE:** Narc only supports MEMORY CARD Slot 1.

## MENU/SUB-MENU NAVIGATION

Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NARC does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

## QUITTING A GAME IN PROGRESS

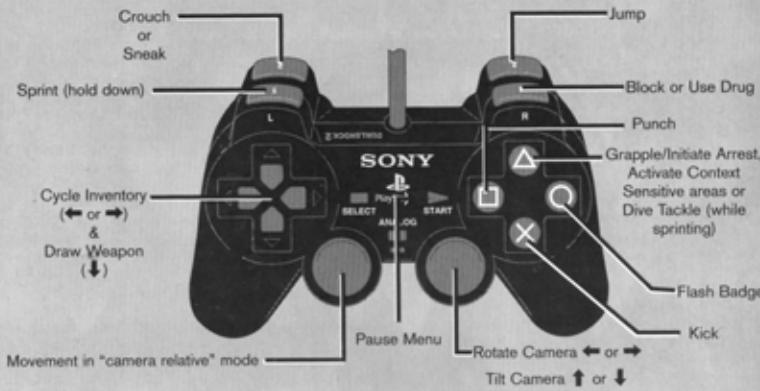
During the game, press the **START** button to display the Pause Menu. Press the directional buttons **↓** to select **QUIT**, then press the **✖** button. You'll be asked for confirmation. Press the **✖** button to select **YES** and return to the Main Menu. Press the **Ⓐ** button if you'd like to select **No** and return to the Pause Menu.

**NOTE:** You will not be able to Quit during a Special Assignment.

# CONTROLS

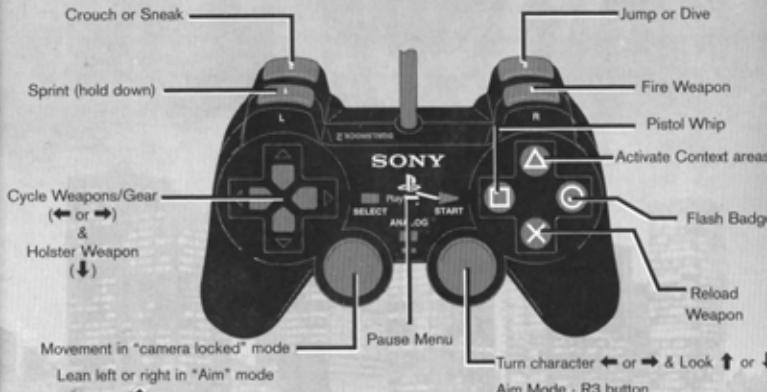
## UNARMED Mode

In **UNARMED** mode the controls are "camera relative". This means the character will move in the direction you push the left analog stick. You can also use the right analog stick to move the camera around, rotating it left or right and tilting it up and down.



## ARMED Mode

In **ARMED** mode the camera locks behind the character to allow you to keep enemies in sight. The left analog stick now moves the character forwards, backwards, strafe left, and strafe right, while the right analog stick turns the character left or right and looks up or down.



# CONTROLS

## UNARMED COMBAT

While in **UNARMED** mode, you can fight hand-to-hand with criminals, thugs, or anyone else. You can also arrest anyone on the street.

### HAND-TO-HAND COMBAT CONTROLS

**PUNCHING & PUNCHING COMBOS** – **□** button (repeat for Combos)

**KICKING & KICKING COMBOS** – **⊗** button (repeat for Combos)

**UPPERCUT** – **L2** button + **□** button

**LEG-SWEEP** – **L2** button + **⊗** button

**STRADDLE** – **△** button while suspect is prone

**GET OFF A DOWNDOWN SUSPECT/RELEASE GRAPPLE** – **○** button

**SMACK A DOWNDOWN SUSPECT** – **□** button while straddling

**PUMMEL A DOWNDOWN SUSPECT** – **⊗** button while straddling

### ARREST PROCEDURE CONTROLS

**INITIATE ARREST** – **△** button

**FILL ARREST METER** – Repeatedly tap the **△** button

**PULL STRUGGLING SUSPECT TO CENTER** – Move the left analog stick in the opposite direction the suspect has moved (note the arrows)

**SMACK SUSPECT** – **□** button

**KNEE SUSPECT** – **⊗** button

**THROW SUSPECT** – Hold the left analog stick in any direction + the **○** button

**CUFF SUSPECT** – Once the Arrest Meter is filled, press the **⊗** button when the meter swings into the white "sweet spot"

**DISARM SUSPECT** – If a suspect is holding a weapon, use the left analog stick in any direction and press the **○** button

**NOTE:** For more information on Arrests, see **THE ARREST PROCEDURE**, pg. 10.

### MISCELLANEOUS CONTROLS

**CLIMBING LADDERS** – **△** button when in front of a ladder.

**LADDER SLIDE** – **L1** button when on a ladder.

**Skip Logos/FMV** – Press the **START** button

**Skip Pop-up PDA Dialog Sections** – Press **⊗** button

**NOTE:** For more gameplay information, see **ON THE STREETS**, pgs. 10-12.

## THE STORY

JACK FORZENSKI is a man with a past... a bad past. As an undercover cop on Rockland PDs Narco squad, Jack got in too deep and became an addict. Kicked off the force, Jack endured months of rehab and counseling and has recently been reinstated to the force. This trick was pulled off with much string-pulling by Rockland PD's captain, JOE KOWALSKI, who just happens to be Jack's step-uncle.

MARCUS HILL works for the D.E.A. but his past involves Jack too. They used to be one of Rockland's star teams, busting more perps than the rest of the units put together. Once Jack became addicted, Marcus quit, not respecting Jack for his weakness.

A strong influx of drug trafficking has invaded Rockland and Marcus has returned to his former city tracking a mysterious new drug that is taking over the streets. Marcus and Jack are together again, and both are none too happy about it. Jack has never forgiven Marcus for his lack of support and Marcus still views Jack as a non-disciplined screw-up.

EDDIE JACKSON is a drug-dealer, and he and his gang are caught in a sting operation. Trapped in the street, Eddie is surrounded by cops. One panicked shot by a cop and Eddie is wasted by a rain of bullets. But with his life ebbing away, Jackson injects himself with a syringe and unbelievably he stands up, eyes glowing, and guns down half the police force...

## THE CHARACTERS

### JACK FORZENSKI

Jack had a rough childhood. With a junkie father and an absent mother, he went to live with his aunt and uncle, Lisa and Joe Kowalski. Jack graduated near the top of his class from the academy, received his POST certificate and joined the NYPD. After serving six years as a beat cop, he managed to get a transfer to Kowalski's precinct and joined the narcotics division. It was there he got in too deep and became an addict. Uncle Joe pulled some strings to send him through rehab and put him on probation. He's back on the force, but now needs to prove himself.

### MARCUS HILL

 Marcus Hill was born in Chicago, the son of a fireman and a night-duty nurse. He was raised in a deeply religious household amongst three older brothers and a younger sister and brought up with working class values. He was a born athlete, excelling at basketball, football and track, which eventually earned him a football scholarship that took him to a university in upstate New York. After a criminal justice class led to some interest in an FBI position at Quantico, Marcus applied with New York's finest and was working the streets a few months later. He hooked up with Jack Forzenski and busted tons of criminals. Marcus returns to Rockland in his new position as DEA Agent, but he's unhappy about a reunion with the man that almost ruined his career.

### CAPT. JOE KOWALSKI

Joe Kowalski is a lifetime cop. His dad was a cop, and his grandfather was in security. Little Jack came to live with them at a young age, determined to leave his old life behind. A no-nonsense, hard-nosed cop, as captain he has the respect, love, hate, and fear of his men.



### AGENT DANIELS

 Frances Daniels is the head of the NARC organization, an international task force trying to fight the War on Drugs. At once friendly, professional, and coolly distant, Frances Daniels is hunting Sebastian Kale (a.k.a. Mr. Big), the head of the K.R.A.K. crime syndicate.

# MAIN MENU

## NEW Game

If you've yet to play and save a game, select this option to start a **NEW** game.

## LOAD Game

If you've played and saved a game in progress, you can load it using this option. You'll view saved games on the memory card. Select the saved game you want to open, and press the **X** button.



## OPTIONS MENU

While playing the game, press the **START** button to view the Options Menu. Within the menu, press the directional buttons **↑** and **↓** to highlight an option, then press the **X** button to select and activate an option. Once selected, press the directional buttons **←** and **→** to make adjustments. Press the **A** button to back out of a selected menu.

## MISSION

The Mission option reviews your mission objectives and allows you to scroll through the map using the left and right analog sticks. Map icons are described as well.

## SAVE/LOAD

Use this option to **SAVE** a game in progress or **LOAD** a saved game. Once selected, you'll have access to files on the memory card in MEMORY CARD slot 1. Highlight the saved game you want to play, then press the **X** button to select it.



## STATS

You can view your current game **STATS**. Select the Stats window with the **X** button and scroll the Stats with the left analog stick.

## OPTIONS

Audio - Make volume adjustments to the games **EFFECTS** and **MUSIC**. You can also choose from **MONO**, **STEREO** or **PRO LOGIC II** sound Format.

VIDEO - NARC can be played on a **NORMAL** (standard) television screen, or on a **WIDESCREEN** television.

CONTROLS - Choose to turn Vibration **ON** or **OFF**. You can also select **INVERT CAM** to invert the game's default vertical camera.

# THE HUD



1. The **BADGE METER/REP RATING** is an indication of how you're currently playing the game...as a good cop or bad cop. As you do "good" or "bad" things, an image of your badge will appear on the upper-left portion of the screen, with a number that starts at 100 and goes down or up depending on your deeds. The lower the number, the more your character becomes a renegade cop. As the number gets very low, civilians and criminals may stop respecting your badge when you flash it. Also, cops on the beat will try and arrest you and if you're really bad, they'll come after you hard! Your Badge Rating can be increased by making legitimate busts and turning evidence in to the police station.

2. The **ADDICTION METER** displays the drug to which you're currently addicted. When the bar to the right of the icon becomes full, you'll experience withdrawals. You can take the drug again to avoid the withdrawals or you can fight it. For more information on **ADDICTION**, see pg. 13.

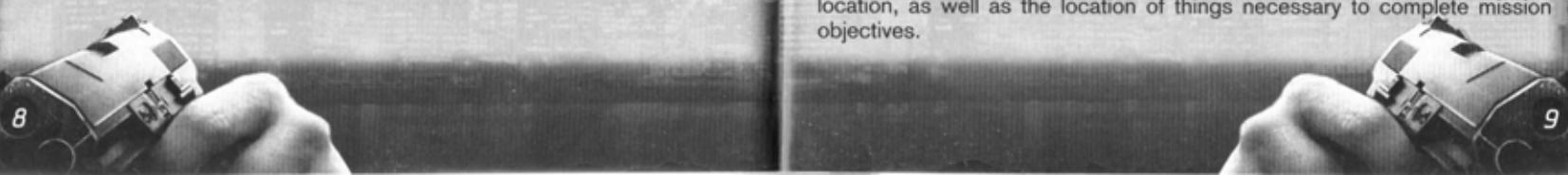
3. Your **HEALTH METER** displays your current health situation. When the bar is depleted, you're goin' down.

4. Every time you fight with a suspect, your **SUPER BUST METER** will fill up a little bit. When this completely fills up, you can perform a Super Bust. This allows you to bust a suspect without a struggle. Press the **X** button and **□** button simultaneously when the meter fills up.

5. **THE ARREST METER** appears when you start to grapple with someone. To find out more about arresting people, see **ARREST PROCEDURE**, pg. 10.

6. This icon displays the **INVENTORY** object you're currently using. Press the directional buttons **←** or **→** to cycle your inventory, then press the **R1** button to use it.

7. As you move through the environments, this **MAP** displays your current location, as well as the location of things necessary to complete mission objectives.



**AIMING**

While in normal "3rd-person" mode, the aiming reticule will automatically "snap" onto a nearby target, allowing easier targeting during combat. If you want more precision control, press the R3 button and the character will enter "aim" mode where he will be locked in place and the right analog stick will aim the reticule. Also, in this mode, the left analog stick will lean the character right or left. Press the R3 button again to return to 3rd person mode.

**THE ARREST PROCEDURE**

To arrest a suspect, approach him (with weapon put away) and press the **A** button. This initiates a struggle, and the arrest meter will appear. The object is to press the **A** button fast enough to fill the meter with blue.

**NOTE:**

1. The tougher the criminal, the more speedily the **A** button needs to be pressed to fill the meter.
2. If you've taken the time to "soften up" the suspect by beating him up a little first, his arrest meter will be partially red – meaning you don't have to fill the red and the meter will swing slower.
3. If a criminal tries to break free during this struggle, an arrow will appear telling you which direction to press the left analog stick. This directional movement will help keep the criminal centered in the grapple hold.

Once the meter is filled, the suspect is tired and you have one chance to throw handcuffs on them before they recover. The meter will reset and start filling up again quickly. Press the **X** button when the meter is in the white "sweet spot" to complete the arrest.

If a suspect has been knocked out or has surrendered (by raising hands if badge is flashed) they will be arrested as soon as you press the **A** button.

(**ARREST PROCEDURE** controls can be viewed on page 5.)

**CRIMES**

There are many crimes occurring on the mean streets of the city. As you witness them, you can choose to do something about it or not. How you choose to deal with a crime is up to you, but how you deal with it may affect your badge rating (see **BADGE METER**, pg. 9).

**BEING BUSTED DOWN AND BEING PROMOTED**

Once your badge rating falls below a certain point you will be busted down to beat cop. Your character will now appear in a normal police officer's uniform, and you will no longer be allowed to begin any missions.

In order to get yourself back on the NARC squad you will be required to bust criminals, and deposit evidence. As you do these "good" things you will be rewarded with badge points. Once your badge rating reaches 70 you will be promoted, and return to your normal character outfit. At this time you will also be able to resume missions.

On the other hand, if you choose to continue down the bad path, you will eventually be busted off of the police force completely. If this occurs your character will appear in tattered junkie clothes, and you will lose all police privileges.

**COLLECTING AND DEPOSITING THE EVIDENCE**

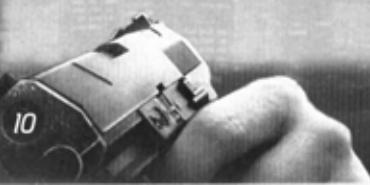
As you bust criminals, they'll drop any drugs or cash that they're carrying. To collect it, step over it. The evidence will go into your inventory and stay there until you decide what to do with it. The right thing to do is turn it in to the **EVIDENCE DEPOSIT Box** at the police station. When standing in front of the **DEPOSIT Box**, choose an item in your inventory and press the **A** button to open the box. Every time you press **A** button, some evidence will be deposited and your **BADGE METER** will increase.

**CARD/DICE GAME**

Scattered around the city are some card games and dice games for your gambling pleasure. If you see a guy standing behind a barrel with a board on it, walk up to him with some cash in your hand and press the **A** button. Once you've had your fun, bust him if you like!

**WEAPONS VAN**

Items for missions can be picked up at the police yard. However, if your **BADGE RATING** is too low, you will not be permitted entry. In that case, just track down the neighborhood Weapons Van. Just walk up to the black truck and press the **A** button. You can then buy whatever you need.



## HIDDEN DRUG STASHES

There are 25 hidden drug stashes throughout each of USA and Asia. If you find all 25 stashes in USA, the classic NARC Arcade Game is unlocked and can be played from the Main Menu. If you find all 25 stashes in Asia, a bonus mission is unlocked.

## NARC CRIMES

- Assault w/ firearm
- Breakdancer
- Car Jacker
- Drug deal
- Drunk
- Graffiti artist
- Hooker
- Jumper
- Junkie
- Preacher
- Purse snatching
- Smash and grab



## CASH

Cash is a nice thing to have when you're unable to get weapons at the Police Station. You can use it to purchase weapons or do a little gambling on the street.



## GAMBLING

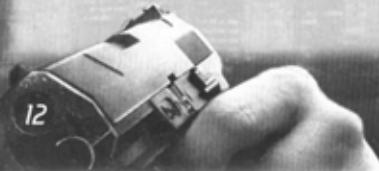
Spread throughout the cities are two gambling mini-games:

### 3-CARD MONTE

Bet \$100 and follow the queen. The more you win, the faster the cards will shuffle. Win too much and the guy will close down.

### DICE

Bet on the odds of a particular type of roll coming up.



## ADDICTION

**SELLING DRUGS** – Press the directional buttons  $\leftarrow$  or  $\rightarrow$  to select a drug. Walk up to any civilian and press the  $\Delta$  button. They may or may not accept, and once on a while, they may be an undercover cop!

**TAKING DRUGS** – Press the directional buttons  $\leftarrow$  or  $\rightarrow$  to select a drug then press the  $R1$  button to take the drug.

Some drugs are more addictive than others, although you will eventually become addicted to any drug if you use it enough.

For example, if you use crack twice you will begin to become addicted. Once your addiction starts you will notice a crack icon appear on the lower left edge of your screen. There will be a meter next to the icon which will start to fill. You can temporarily cool your addiction by taking more of the same drug, but this only offers a temporary respite, and next time your meter will fill up quicker. Eventually you will need to fight your addiction.

**FIGHTING THE ADDICTION** - Once your meter completely fills the world will freeze, your controller will vibrate and you'll see your character beginning to fight his addiction. A meter will then appear at your feet. Use the right analog stick to keep the arrow in the green area. If you allow the arrow to enter the red your character will black out, and you will begin in another area of the city with a lower badge rating, and no inventory. If you successfully fight the addiction your character will now be clean.

If a player is unable to beat the addiction mechanic 3 times in a row, they will receive a message saying "cold turkey." This means that you have gone through enough, and will now no longer be addicted to this drug.

## INTERNAL AFFAIRS

- Each character will be busted from **NARC SQUAD** to **BEAT COP** when the badge rating falls to 49. They will be further busted to **JOBLESS** when the badge rating falls to 24.
- To climb back to **BEAT COP** level, you must raise the badge rating to 35. To be re-instated to the **NARC SQUAD**, the player must raise the badge rating to 70.

**NOTE:** You cannot access any story or side missions while you are a **BEAT COP** or **JOBLESS**.

- When you're **JOBLESS**, cops will attack if you perform any crime in view of a cop (selling drugs, taking drugs, causing violence to any AI, firing a weapon, etc.). When your badge rating falls below 15, any cops that spot you will chase and try to arrest you. When the badge rating falls below 5, the game will spawn cops to arrest or shoot you.



# DRUGS

## POT

Slows you and the world down, but aiming speed remains normal, allowing you to seem to react faster.



## ECSTASY

While on Ecstasy, enemies do not attack. Enemies will start attacking after the drug wears off or if you begin to attack them.



## SPEED

This makes you faster than the rest of the world. You can run, fight, shoot, etc. faster than normal.



## QUAALUDES (PURPLE)

'Ludes pause the world and transition you into a first-person view. This allows you to stop the action, look around and zoom in and out to get a tactical view of the situation.



## LSD

Civilians grow devil heads (bad guys) or jester heads (innocents) that allow you to identify bad guy from innocent civilian.



## CRACK

This makes you a "crack" shot. All shots fired are one-shot kills.



## LIQUID SOUL

This makes you super-strong. Punches do more damage and kicks will kick heads clean off. However, it makes all civilians look like bad guys.



## PROTODONE

This drug will cure you of any addiction you have.



# THE WEAPONS

Weapons are found within your inventory. Press the directional buttons ← or → to cycle available weapons on your inventory.



Fists



Revolver



Pistol



Silenced Pistol



Machine Pistol



Assault Rifle



Sniper Rifle



Shotgun



Heavy Gun



Gatling Gun



Flame Thrower



Grenade Launcher  
(explosive or smoke)



Rocket Launcher



Surveillance Camera



Shotgun Microphone



# CREDITS

**PRODUCER** ..... Wayne Cline  
**ASSOCIATE PRODUCERS** ..... Ed Tucker & Aaron Orsak  
**EXECUTIVE PRODUCER** ..... Scot Lane  
  
**POINT OF VIEW**  
**LEAD PROGRAMMERS** .....  
**PROGRAMMERS** .....  
  
**ARTISTS** .....  
  
**LEAD SCRIPER** .....  
**SCRIPTERS** .....  
  
**ADDITIONAL SCRIPTING** .....  
**AUDIO TECHNICIAN** .....  
**EXECUTIVE PRODUCER** .....  
**PRODUCER** .....  
**ASSISTANT PRODUCER** .....  
**SPECIAL THANKS** .....  
  
**MIDWAY 3RD PARTY PRODUCTION**  
**ASSISTANT PRODUCER** ..... Regan Kerwin  
**TECHNICAL DIRECTORS** ..... Gabriel Valencia  
**ART DIRECTORS** ..... Craig Rundels, Jimmy Almeida, Bill Tiller & Mychael Miller  
**CREATIVE DIRECTOR** ..... Tom Hall  
**DEVELOPMENT DIRECTOR** ..... Mark Teal  
  
**QUALITY ASSURANCE**  
**SUPERVISORS** ..... AJ Briones & Adam Jones  
**LEAD PRODUCT ANALYST** ..... Myong Hong  
**ASSISTANT LEAD PRODUCT ANALYST** ..... Mark Fontechea  
**TECHNICAL STANDARD ANALYSTS** ..... Colin Payette, Josh Palmer & Jennifer Johnson  
**PRODUCT ANALYSTS** ..... Leroy Butler, Callab Borell, Travis Butler, Jared Hamiter, Robbin Hutchison, Matt Jenkins, Adrian Nutter, Robert Randall & Jim Sanders  
  
**QA DIRECTOR** ..... Paul Sterngold  
  
**MARKETING & P.R.**  
**PRODUCT MANAGER** ..... Jack Van Leer  
**MEDIA RELATIONS MANAGER** ..... Natalie Salzman  
**DIRECTOR OF PUBLIC RELATIONS** ..... Reilly Brennan  
**VP OF MARKETING** ..... Mona Hamilton  
  
**LICENSING**  
**VP OF LICENSING** ..... Steve Booth  
**LICENSING COORDINATORS** ..... Nicole Garcia & Amy Probst  
  
**PRINT DESIGN & PRODUCTION**  
Midway Creative Services, San Diego, Ca.  
  
**CREATIVE MEDIA**  
**DIRECTOR OF CREATIVE MEDIA** ..... Christa Woss  
**PROJECT MANAGER** ..... BethAnn Smukowski  
**EDITOR/PRODUCER** ..... Chris Skrundz  
  
**SOUND DESIGN**  
**AUDIO ENGINEER** ..... Drew Rydberg  
**AUDIO MANAGER** ..... Alexander Brandon

# CREDITS

**LEGAL COUNSEL**  
**LICENSING COUNSEL** ..... Rob Gustafson  
**ASSOCIATE GENERAL COUNSEL** ..... Cory Halpern  
**VP, SECRETARY & GENERAL COUNSEL** ..... Debbie Fulton  
  
**MIDWAY MANAGEMENT**  
**EXEC VP, PRODUCT DEVELOPMENT - SAN DIEGO** ..... Steve Crane  
**PRESIDENT & CEO** ..... David Zucker  
**SENIOR VICE PRESIDENT** ..... Matt Booty  
**VICE PRESIDENT OF ENTERTAINMENT** ..... Mark Beaumont  
**VP, BUSINESS DEVELOPMENT & ACQUISITIONS** ..... Lee Jacobson  
**Sr. VP, MARKETING & CHIEF MKTG OFFICER** ..... Steve Allison  
**MARKETING DIRECTOR** ..... Tom McClure  
**SPECIAL THANKS** ..... Danielle Abbott, Weston Boucher, Serena Chan, Sandi Dehnert, Matt Kaplan, Joe Kerwin, Hedy Jardine, Rare Macapayag, Lisa Martin, Terri Raymer, Randy Severin, John Vignocchi & Carly Yandell  
  
**VOICE PRODUCTION**  
**CAST** ..... **BILL BELLAMY** as Marcus Hill, **MICHAEL MADSEN** as Jack Forzenski, **RON PEARLMAN** as Capt. Kowalski & **MICHAEL WINCER** as Mr. Big, **VALENTINA MARSHALL** as Daniels/Enforcer & Hooker, **BRIGITTE BURDINE** as Civilian, **HENRY DITTMAR** as Buyer, American Jumper, Civilian, Thug & Cop, **ANDRE SOGIUZZO** as Jose the Hook, Cop & Thug; **ANDREA METTY** as Civilian, **MICHAEL BELL** as Supplier, Thug, Cop, Jumper #2 & Burn, **FRED TATIASCHIO** as Fish, Weapons Dealer, Thug, Civilian, Eddie Jackson & Cop, **DREW MASSEY** as Cop, Thug & Civilian; **STUART ROBINSON** as Cop, Thug & Civilian, **CHRIS SMITH** as Cop, Thug & Civilian, Junkie; **MICHELLE TOMLINSON** as Civilian, **JAMES HONG** as Inspector Lau, **ROBERT WU** as Yung, Asian Jumper & Asian Cop, **DANA LEE** as Fako Inspector Lau, Ambassador Shing & Crime Lord, **KIM MAI** Guest as Lucy Chen & Civilian, **GEORGE CHEUNG** as Uncle Liu, Burn & Cop, **RON YUAN** as Fat Henchman, Civilian & Asian Cop, **HANS CHO** as Concierge, Thug & Craps Dealer; **ARCHEE KAO** as Thug, Monk & Burn, **PETER KWONG** as Monk, Thug, Civilian, Cop & Fat Henchman #2, **JACK ONG** as Civilian, Thug, Monty Dealer, **ELIZABETH PAN** as Civilian & Hooker, **JIM LAU** as Thug, Civilian, Cop & Fat Henchman #1; **ELIZABETH SUNG** as Civilian, **JAMES SHE** as Monk, Cop & Civilian; **Gwendolyn Yeo** as Civilian & Hooker  
  
**VO PRODUCED BY** ..... Black Powder Media Inc.  
**DIRECTOR** ..... Art Currim  
**CASTING DIRECTOR** ..... Brigitte Burdine  
**SCRIPT SUPERVISOR** ..... Michelle Tomlinson  
  
**CG SEQUENCES PRODUCTION**  
**CG SEQUENCES PRODUCED BY** ..... Act3animation  
**STUDIO CREATIVE DIRECTOR** ..... Mike Hollands  
**DIRECTOR** ..... Mark Angeli  
**PRODUCER** ..... Thomas Schober  
**PRODUCTION MANAGER** ..... Jim Kalogiratos  
**STUDIO ASSISTANT** ..... Cara Thorne  
**1ST AD/COMPOSITOR/LAYOUT ARTIST** ..... Adam White  
**LAYOUT/ANIMATION** ..... Cameron Crichton, Dean Elliott & Shane Hall  
**VFX/MODELING/LIGHTING/TD** ..... Jordan Walsh & Ben Bryan  
**CHARACTER TD/LIPSYNCH/LIGHTING/TD** ..... Chris Gray  
**CHARACTER TD/MODELING** ..... Stephen Gray  
**VFX TD** ..... Chris Breeze  
**PERFORMANCE CAPTURE ACTORS** ..... STEVE MOUZAKIS as Marcus; MING ZHU HU as Agent Daniels; GREG ULFAN as Jack; POLASH LARSEN as Captain Kowalski & others

# CREDITS

## VIS ENTERTAINMENT

ORIGINAL GAME CONCEPT ..... Frank Arnot  
PRODUCER ..... Andy Findlay  
PRESIDENT & CEO ..... Chris van der Kuyl  
DIRECTOR OF DEVELOPMENT ..... Paddy Burns  
SPECIAL THANKS TO ..... Darren Baines, Matt Bett, Pete Brace, Rory Bryan, Jeff Cairns, Laura Calder, Ed Campbell, Stewart Clark, Martin Connor, Justin Cowie, Jonathan Cooper, Adam Croston, Scott Dunbar, John Duthie, Jock Findlay, Bernat Forres, Tom Goodchild, Luke Halliwell, Mark Hughes, Stephen Iannetta, Stacey Jamieson, David Keningsale, Dinesh Mahathevan, David Mayne, Jim McLeish, Dave Morrison, Chris Mullender, Paul New, Alan North, Richard Reavy, Bryan Robertson, Donald Robertson, Andy Sawers, Bob Shand, Paul Simms, Jim Stewart, Daire Stockdale, Andy Strachan, Hussam Suliman, Ben Tayler, David Thomson, Chris Trewartha, Andy West & Gordon Wood

## MUSIC CREDITS

### "The Bottle"

Written and performed by Gil Scott-Heron

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Performed by Happy Mondays

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Written by Sylvia Robinson and Melvin Glover

Performed by Grandmaster Melle Mel & Sugarhill Gang

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Performed by The Stranglers

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### "Hits From the Bong"

Written by John Hurley, Ronnie Wilkins, Larry Muggerud and Louis Freese

Performed by Cypress Hill

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### "Break the Law"

Performed by Tony Gunz -n- Swif

Written by Adam Cherrington, Anthony Dash and Aaron Latroy Jenkins

Produced by Adam "Wyshmaster" Cherrington

### "Darker Side"

Performed by Gravity

Written by Adam Cherrington and A. Barravecchio

Produced by Adam "Wyshmaster" Cherrington

### "Dopeman 2004"

Performed by Kenny Knox and Rofetti

Written by Adam Cherrington and Kenny Knox and Rory Owens

Produced by Adam "Wyshmaster" Cherrington

### "Heard He Narcin"

Performed by Point Game

Written by Nathan Murphree and Brandon Ranard Burris

Produced by Sho-Down

### "N.A.R.C."

Performed by Jelly Joe

Written by Adam Cherrington and Joe Young

Produced by Adam "Wyshmaster" Cherrington

### "N.R.C. Anthem"

Performed by Kenny Knox

Written by Adam Cherrington and Kenny Knox

Produced by Adam "Wyshmaster" Cherrington

### "South Block"

Performed by Camden

Written by Adam Cherrington and Lester Woods

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